

Tab 1

# TABLE OF CONTENTS

1. INTRODUCTION • Core Concepts
  - What You Need to Play
2. CHARACTER CREATION • Aspirations, Core Values, Vice
  - Attributes
  - Keystones
  - Abilities (Archetypes, Kin/Races, Traits, Bonds)
  - Items & Item TAGS
3. CORE MECHANICS • Rolling & Resolving Actions
  - TAG System: How It Works
  - Fate, Flow & Edge
  - Fate's Toll
  - Final Death
4. ROUND-BASED GAMEPLAY • Turn Order & Initiative
  - Action Economy
  - Reactions & Defense
5. CONFLICT & CHALLENGES • Combat Rules
  - Non-Combat Challenges
  - Environmental Interactions
  - War Mechanics
6. SPECIAL MECHANICS • Advanced TAG Interactions
  - Combining Fate, Flow, and Edge
  - The Track System
  - Creating Unique Abilities
7. GAME MASTER SECTION • Running the Game
  - Reputation & Relationships
  - Encounter & Faction Design
  - Managing Player Choices
  - Narrative & TAG Usage
8. CHARACTER PROGRESSION • Downtime
  - Advancement & Unlocking New Abilities
  - Evolving TAGs
  - Example of Downtime Economy
9. WORLDBUILDING & SETTING (OPTIONAL) • Example Setting
  - Factions, Organizations & Conflicts
10. APPENDICES • Glossary of Terms
  - Example Characters
  - Quick Reference Sheets

# Summary of Costs (Quick Reference)

- **Downtime Points:** 5 per normal downtime week (plus any Fate Point conversions).
- **Resource Hunting:**
  - 1 Basic = 2 DP
  - 1 Advanced = 5 DP
  - 1 Exotic = 15 DP
  - Mythical = GM discretion
  - 1 Combat Tag = 2 DP
  - 1 Elemental Tag = 3 DP
  - 1 Utility Tag = 2 DP
- **Generate Income:** 2 DP = 1 Value Tag.
- **Remove Curse / Heal Trauma:** GM discretion.
- **Keystone:**
  - Add more Tag = No. of Tags + 3
- **Attribute Increase:**
  - d6 → d8 = 8 DP
  - d8 → d10 = 10 DP
  - d10 → d12 = 12 DP

## 1. Introduction

### Core Concepts

Soulforge is a tabletop roleplaying game that blends fast-paced action with flexible, narrative-driven rules. Before diving into the details of character creation or gameplay, here are the key building blocks you'll see throughout the rules:

- **TAGs:**

Think of a “TAG” as a small label or keyword that grants a specific benefit, ability, or flavor to a character, item, or situation. Tags can represent anything from an elemental effect (**Fire**), to a personality quirk (**Stubborn**), to a magical property (**Arcane**), or an environmental element (**Raging River**).

  - **Exhausting** a tag often means temporarily losing or using up that effect.
  - **Breaking** a tag typically means it's completely destroyed or lost until repaired.
- **Keystones:**

A Keystone is a special power or signature item that embodies your character's unique abilities—like an arcane grimoire, a cursed blade, or a transformative artifact. Keystones grow stronger (or gain new powers) as your character progresses, setting the hero apart from ordinary adventurers.
- **Downtime:**

Downtime is how your character advances, crafts, or handles personal projects between adventures. You spend “downtime points” (DP) to work on new items, train attributes,

recover injuries, or tackle personal goals. This makes improvements and storytelling feel more organic, rather than just “leveling up.”

- **Fate, Flow & Edge:**
  - **Fate** (represented by a d20) rewards roleplaying your Aspiration, Core Value, and Vice. You can spend Fate dice to introduce new story elements or strengthen important rolls.
  - **Flow** dice often come from rolling the maximum on one of your attribute dice; you can either re-roll for extra successes (exploding dice) or save it to bolster future actions.
  - **Edge** lowers the success threshold on your rolls, making it easier to achieve successes in high-stakes moments.
- **Action Rolls & Success Thresholds:**

Most tasks involve rolling one attribute die—and sometimes an item or environment die—aiming to hit “success” numbers (5, 10, etc.). You’ll see how this works in more detail under Core Mechanics.

## What You Need to Play

- **Dice:**

You’ll need at least one set of polyhedral dice: d4, d6, d8, d10, d12, and a d20. Each player should ideally have their own set, but it’s possible to share if needed.
- **Character Sheets:**

Somewhere to track your character’s Attributes, Tags, Keystones, equipment, and any Fate or Flow dice you earn.
- **Tokens or Notecards (Optional):**

Helpful for marking which tags are currently Exhausted, or for labeling environmental tags during complex scenes.
- **Imagination & Friends:**

As with any RPG, the most important components are creativity, collaboration, and a spirit of adventure.

## 2. Character Creation

### 2.1 Aspirations, Core Values, and Vices

**Aspirations** represent your hero’s personal goals—like mastering a skill, claiming vengeance, protecting a loved one, or finding redemption.

**Core Values** define the moral compass guiding your actions (e.g., Honor, Freedom, Compassion).

**Vices** are flaws or temptations (e.g., Greed, Wrath, Pride) that add depth and create dramatic tension in the story.

- **Why They Matter:**

- **Fate Rewards:** Acting in line with your Core Value (or wrestling with your Vice) can earn you Fate dice.
- **Roleplaying Hooks:** These three elements shape how your character reacts to challenges and personal conflicts.

## 2.2 Attributes

You have four core Attributes—**Force**, **Finesse**, **Insight**, and **Heart**—each represented by a different die (d12, d10, d8, d6). These dice reflect your character’s natural aptitudes:

- **Force:** Physical strength, raw power, and intimidation.
- **Finesse:** Dexterity, precision, quick reflexes.
- **Insight:** Awareness, intelligence, problem-solving skills.
- **Heart:** Willpower, charisma, emotional resilience.
- **Assigning Dice:**  
Distribute the dice (d12, d10, d8, d6) across these four Attributes. The higher the die, the more potent your character is in that domain.

## 2.3 Keystones

A **Keystone** is a special power source or signature item that sets your character apart—like a magical sword, a druidic totem, or a cursed relic. Each Keystone usually has multiple abilities or “tags” that evolve over time:

- **Core Concept:** Explains whether it’s an inherited artifact, a manifestation of inner power, or something else entirely.
- **Progression:** As you invest downtime or perform heroic feats, you can expand your Keystone’s abilities (e.g., from “Core” to “Power” to “Epic” tags).
- **Flavor & Identity:** A Keystone is more than a cool mechanic; it’s central to your character’s story and persona.

## 2.4 Abilities

Your character’s **Abilities** shape how they handle challenges, both in and out of combat. This category covers Archetypes, Kinfolk (or “race”), personal Traits, and Bonds with other party members.

### 2.4.1 Archetypes

Choose from classic “role” templates like The Veteran (battle-hardened soldier), The Arcane Scion (magical prodigy), or The Bardic Icon (inspiring performer). Alternatively, mix any three abilities from these archetypes to create your own custom build.

- **Why Archetypes?**

- Provide instant flavor and mechanical focus (e.g., The Monster Hunter gains tracking and trap-setting perks).
- Each archetype includes a **Party Benefit** tag that affects everyone, making each choice feel meaningful to the group dynamic.

### 2.4.2 Kinfolk (Race)

Pick a lineage—Humanfolk, Giantfolk, Sylvanfolk, Dragonfolk, etc.—each offering three unique “Kin Tags.” These tags grant special racial traits or supernatural powers (e.g., flight for Birdfolk, regeneration for Lizardfolk).

- **Customizing Lineages:**
  - You may choose three distinct tags within your chosen kin, or adapt them if your GM allows custom lineages.
  - Each kin helps define how your character interacts with the world culturally and narratively.

### 2.4.3 Traits

Traits describe personality quirks and behaviors (e.g., Optimistic, Reckless, Stoic). They often grant small mechanical benefits or situational bonuses.

- **Suggested Approach:**
  - Pick two traits that resonate with your concept.
  - Use them as roleplaying prompts—traits can drive how you respond to allies, foes, and moral dilemmas.

### 2.4.4 Bonds

Bonds represent important connections you share with other party members or key NPCs (e.g., Childhood Friends, Battle Buddies, Mentor & Apprentice). Each bond has a specific mechanical perk—often boosting the Help action or conferring advantages when you cooperate.

- **Enforcing Party Ties:**
  - Encourage players to link at least one bond to a fellow PC.
  - Bonds promote teamwork and can also be a roleplaying “hook” for personal or shared backstories.

## 2.5 Items & Item TAGS

In Soulforge, items are defined primarily by **Tags** rather than a fixed rarity like “simple” or “masterwork.” An item can have **up to four** relevant tags. Each **tag** is a concise label describing a property, material, or special trait (e.g., “Flaming,” “Reinforced,” “Poison Edge,” “Silent,” “Arcane,” etc.).

### Key Points

### 1. Number of Tags = Item's Die

- **1 Tag** → The item rolls a **d6**.
- **2 Tags** → The item rolls a **d8**.
- **3 Tags** → The item rolls a **d10**.
- **4 Tags** → The item rolls a **d12**.

### 2. Tag Relevance & “Triggering” the Item

- When a situation calls for a tag (e.g., “Flaming” in a fire-based attack, “Arcane” for a magical ritual, “Reinforced” for blocking), you can declare that you’re using that item’s property to enhance your roll.
- You generally roll the item’s die (d6–d12) alongside your Attribute die if at least one of its tags is clearly relevant.

### 3. Using & Exhausting

- Much like character tags, **items can be exhausted** if they take damage or suffer a serious drawback. For instance, a “Flaming” sword might lose its flame tag if doused in magical water, or a “Reinforced Shield” might break if it absorbs a massive hit.
- **Breaking** a tag typically renders it unusable until you repair or replace it.

### 4. Crafting & Upgrading

- You can **add more tags** to an existing item during Downtime by spending time and resources (see **Downtime & Crafting** in Section 8).
- Each new tag increases the item’s die category by one step (from d6 to d8 at 2 tags, and so on).
- Items with 4 tags (d12) represent the pinnacle of craftsmanship or magic—unique relics, legendary artifacts, or cutting-edge gear.

### 5. Examples

- **“Iron Longsword” (1 Tag: Iron)** → Rolls d6 when used.
- **“Flaming Longsword” (2 Tags: Iron, Flaming)** → Rolls d8.
- **“Mastercraft Flaming Longsword” (3 Tags: Iron, Flaming, Mastercraft)** → Rolls d10.
- **“Cursed Mastercraft Flaming Longsword” (4 Tags: Iron, Flaming, Mastercraft, Cursed)** → Rolls d12.

Use item tags as storytelling prompts as well. If your sword is “Stormbound,” describe the crackling sparks when you draw it. If it’s “Silent,” maybe it never makes a sound, even clashing against metal. By weaving your item’s tags into the narrative, they become more than just statistical bonuses.

## Character Creation

### Aspirations (Character Goals)

Aspirations reflect what the character strives to achieve or accomplish.

Category	Options
Revenge	Avenge a wrong, destroy an enemy, reclaim what was stolen.
Mastery	Perfect a skill, craft a legendary item, become the best at something.
Discovery	Explore uncharted lands, uncover secrets, learn forbidden knowledge.
Wealth	Acquire riches, establish a trade empire, secure a fortune.
Leadership	Lead a group or faction, overthrow a tyrant, become a ruler.
Redemption	Atone for past actions, rebuild reputation, save a lost soul.
Protection	Guard a loved one, defend a place, preserve a legacy.
Freedom	Escape servitude, free others, dismantle oppression.
Connection	Find family, forge alliances, unite divided groups.
Immortality	Become legendary, leave a lasting legacy, defy mortality.

## Core Values (Guiding Principles)

Core Values define the character's moral compass and priorities.

Category	Options
Justice	Fairness and lawfulness above all else.
Honor	Integrity, loyalty, and living by a code.
Compassion	Helping those in need, valuing life and kindness.
Freedom	Opposing tyranny, valuing autonomy for all.
Tradition	Preserving customs, respecting history and ancestors.
Knowledge	Seeking truth, valuing education and discovery.
Power	Strength, influence, and control over one's fate.
Family	Protecting loved ones and maintaining close relationships.
Faith	Following religious or spiritual beliefs unwaveringly.
Pragmatism	Doing what is effective and practical, even at the expense of ideals.

## Vices (Flaws or Weaknesses)

Vices reveal the character's struggles or temptations that lead to conflict.

Category	Options
Greed	An insatiable desire for wealth or power.
Pride	Overconfidence, arrogance, or an inability to admit fault.



Wrath	A quick temper or uncontrollable rage.
Lust	Reckless pursuit of pleasure or personal gain.
Envy	Resentment of others' success or possessions.
Sloth	Laziness, procrastination, or avoidance of responsibility.
Gluttony	Overindulgence, wastefulness, or excess.
Naivety	Blind trust, gullibility, or being easily manipulated.
Recklessness	Taking unnecessary risks without thought for consequences.
Stubbornness	Inflexibility or an unwillingness to adapt.

## Archetypes

### The Noble

1. **Courtly Charm**
  - *Passive:* Gain a bonus **d8** for social checks.
  - *Action:* **Exhaust** it to captivate a creature giving them **Charm Condition** twice.
2. **Family Retainer**
  - *Passive:* You have loyal retainers ready to aid you. You have a **d8 Ally** with 2 Tags reflecting their skills (Combat, Defence, Social, or Utility).
  - *Free Action:* **Exhaust** to have your ally roll with a **5d6** and **Edge** on all dice rolled.
3. **Noble Training**
  - *Passive:* Choose an Combat or Defensive or Utility tag that you are trained in and gain an extra **d6** when using that tag.
  - *Free Action:* **Exhaust** it to gain 3 **Edge** on your **d6** bonus for this action.

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### The Bard

1. **Stage Presence**
  - *Passive:* Gain **Advantage** to all Social Checks.
  - *Action:* **Exhaust** to captivate the entire group within 120 ft giving them all **Charm Condition**.
2. **Inspiring Words**
  - *Action:* Make a Heart Action roll and gain that many **Inspiration Conditions**, you can give these out to any ally within 60 ft of you.
  - *Action:* **Exhaust** to grant all allies within 60 ft a **d6 Flow Die**.

### 3. Mockingbird

- *Reaction:* You can mimic the sound of other creatures imposing **Disadvantage** to a dice of your choice.
  - *Reaction:* **Exhaust** to hurl an insult at a creature controlling their next course of action giving them the **Dominated Condition**.
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## The Veteran

### 1. Battle-Hardened

- *Free Action:* Use a **Flow** die to keep a Tag from **Exhausting**; on success, it remains available. Upon success cannot be used again until a long rest.
- *Exhaust (Free Action):* You gain **2d10 Flow**.

### 2. Strategic Maneuver

- *Passive:* You gain flanking bonus of **d8** when within 5 ft of an enemy. Using the **Help** action gives you this bonus as well.
- *Reaction:* **Exhaust** and roll 6d6 to exploit an opportunity.

### 3. Chain of Command

- *Action:* Command an ally within 60 ft to take an Action using their Reaction. Doing so gives you a **d8 Flow**.
  - *Action:* **Exhaust** it to command up to 3 allies within 60 ft to take an Action each using their Reaction.
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## The Spellweaver

### 1. Spell Mastery

- *Passive:* When interacting with Arcane and Elemental Schools of Magic you gain a +1 success towards their casting. This +1 becomes a +2 if you are Specialized.
- **Exhaust (Reaction):** Gain +2 Resistance to an Arcane or Elemental attack and absorb it as Temporary Tag.

### 2. Specialist Caster

- *Passive:* Choose an Arcane or Elemental Tag that you are a specialist in. (Gain +2 successes when casting it)
- **When Exhausted** you gain 3 temporary Tags of your specialization.

### 3. Overflow

- *Passive:* When you over succeed you can convert successes to **Flow**, 1 success = 1d6, 2 = 1d8, 3 = 1d10, 4 = 1d12, 5 = 1d12 + 1d6 etc.
  - **Exhaust (Free Action):** When you use **Flow** you double the Dice.
-

# The Skullduggery

1. **Shadow Lurker**
    - *Passive:* Any stealth check you make is made with one **Edge**.
    - **Exhaust (Action):** You gain the **Invisibility Condition**.
  2. **Elusive Escape**
    - *Reaction:* Roll an extra d8 on defensive actions.
    - **Exhaust (Reaction):** Roll an extra d20 for this defensive action.
  3. **Quick Hands**
    - *Passive:* You can have equipment in your Readied Item Slot, so long as it is small.
    - **Exhaust (Reaction):** You can immediately pull out and use an item that is not readied.
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# The Devout

## Core Concept:

Chosen or blessed by a deity, you champion the faith's cause and carry its mantle into the wider world.

1. **Sacred Blessing**
  - *Passive:* Use Flow on a success you negate a **Fate's Toll**.
  - *Exhaust (Free Action):* Remove a **Fate's Toll** and gain a **d10 Flow**.
2. **Divine Intervention**
  - *Passive:* Introducing a Fact you can add an additional success at the cost of a **Fate's Toll**.
  - *Exhaust (Free Action):* When Introducing a Fact you add 3 successes.
3. **Guiding Light**
  - *Reaction:* You give a +1 to an ally within 60 ft that can make the dice explode.
  - *Exhaust (Free Action):* You gain a d20 Flow.

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# Party Tag

## Party Tag: Entourage

- **Effect:** Each member can get **1d12 Flow** once per session.

## Party Tag: Theme Song

- **Effect:** Your party has a recognizable theme song composed by the Bard. Playing it grants allies morale boosts, at the top of every **Initiative** each party member gains the **Inspiration Condition**.

## Party Tag: Squad Tactics

- *Effect:* Each member can choose a Bond, when using **Help Action**:
  - **Vigilant:** Grant **Advantage** on one dice.
  - **Encouraging:** Grant **Edge** to one dice.
  - **Unbreakable:** Reroll any **Nat 1s**.
  - **Inspiring:** Grants your ally a **1d4 Inspiration Die**.

## Party Tag: Magical Boons

- *Effect:* Each Character chooses a Temporary Boon Tag once a day of the list: -
  - **Speed:** **Exhaust** to gain an extra Action.
  - **Luck:** **Exhaust** to cause an attribute dice to explode.
  - **Barrier:** When **Exhausted** it blocks 5 damage instead of 1.
  - **Focus:** **Exhaust** to reroll your action with **Edge** on a dice.

## Party Tag: Tight Knit Gang

- *Effect:* You and your “Gang” choose a Role within your party, and can be the same role.
  - **The Face:** Edge on your Heart Dice Action.
  - **The Muscle:** Edge on your Force Dice Action.
  - **The Mastermind:** Edge on your Insight Dice Action.
  - **The Thief:** Edge on your Finesse Dice Action.

## Party Tag: Divine Blessings

- *Effect:* All allies are blessed; you can reroll each of these numbers once per scene.
  - 1
  - 2
  - 3
  - 4

# KinFolk

## Humanfolk

Passive: Get a d6 Flow when using the **Help Action**.

1. **Quick Study:** **Exhaust** this Tag to gain **Edge** on a dice after the roll is made.
  2. **Determined:** **Exhaust** this Tag and reroll any of your dice from the current roll.
  3. **High Stamina:** **Exhaust** this Tag to double the value of a dice.
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## Giantfolk

Passive: Increase **Carrying Capacity** by 15 Tags.

1. **Powerful Build:** **Exhaust** this Tag to perform a physical action with d20.
  2. **Imposing:** **Exhaust** this Tag to intimidate your surrounding, rolling your action with one **Edge**.
  3. **Tough:** **Exhaust** this Tag to block 6 damage.
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## Sylvanfolk

Passive: **Advantage** on Heart **Resistance** checks.

1. **Memory Palace:** **Exhaust** this Tag to gain a d10 **Flow**.
  2. **Arcane Affinity:** **Exhaust** this Tag to roll a d20 on an Arcane roll.
  3. **Fey Agility:** **Exhaust** this Tag to gain an additional **Action/Reaction** this round.
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## Deepfolk

Passive: Can see in the **Darkness** up to 120 ft.

1. **Morphic Beards:** **Exhaust** this Tag and add a Tag to an Item that lasts for the scene.
  2. **Strands of Steel:** **Exhaust** this Tag to repair an Item Tag from Exhaustion.
  3. **Thick Skin:** **Exhaust** this Tag to remove a **Harmful Condition**.
- 

## Smallfolk

Passive: **Edge** on any Stealth Checks.

1. **Unassuming:** **Exhaust** this Tag to go by unnoticed, cannot be targeted by any actions this round.
  2. **Resourceful:** **Exhaust** this Tag to pull and ready an inventory item (even if beyond limit).
  3. **Cunning:** **Exhaust** this Tag to add +2 to a dice, this addition can trigger an **Explosion**.
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## Wildfolk

Passive: **Edge** on Perception Checks.

1. **Primal Instinct:** **Exhaust** this Tag to move your Initiative order and act immediately.
  2. **Wild Shift:** **Exhaust** this Tag to Temporarily get a Creature Tag.
  3. **Pack Instinct:** **Exhaust** this Tag to perform the **Help Action** Freely.
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## Lizardfolk

Passive: **Damage Threshold 2**, due to thick skin.

1. **Regeneration:** **Exhaust** this Tag to Recover one Character Tag.
  2. **Cold Blooded:** **Exhaust** this Tag to Succeed any Heart resistance check.
  3. **Draconic Majesty:** **Exhaust** this Tag to introduce a fact socially impacting the scene.
- 

# Traits

## PERSONALITY-DRIVEN TRAITS

Trait	Effect
Optimistic	After a failed roll, gain <b>Inspired Condition</b> .
Pessimistic	Gain <b>Advantage</b> on one <b>Defensive Action</b> dice.
Hot-Tempered	<b>Exhaust</b> it to double the <b>Explosion</b> of a dice, and keep a <b>Flow</b> of it. (d20)
Stoic	You can negate one <b>Fate's Toll</b> once per scene.

<b>Stubborn</b>	When a <b>Flow Dice</b> does not get a success you can keep it, once per scene.
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## BEHAVIORAL TRAITS

Trait	Effect
<b>Curious</b>	Gain an <b>Inspiration</b> dice once per scene.
<b>Reckless</b>	<b>Exhaust</b> to roll <b>3d6</b> for a task, but suffer a <b>Fate's Toll</b> regardless of outcome.
<b>Cautious</b>	<b>Exhaust</b> to retroactively negate a consequence after a failed roll.
<b>Brave</b>	When you <b>Exhaust</b> this Tag you gain <b>Inspired Condition</b> .
<b>Impulsive</b>	<b>Exhaust</b> to perform an action immediately before the current action is resolved.

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## EMOTIONAL TRAITS

Trait	Effect
<b>Empathetic</b>	<b>Exhaust</b> this Tag to recover a Character Tag for an ally and gain <b>1d8 Flow</b> .
<b>Cold-Hearted</b>	Gain <b>Edge</b> on any save resisting <b>Influence Conditions</b> .
<b>Hopeful</b>	Once per scene reroll an <b>Explosion</b> and if it fails you can store it in <b>Flow</b> .
<b>Vengeful</b>	Roll <b>Flow</b> and on a success, you cause a <b>Harm Condition</b> to the enemy.
<b>Cynical</b>	Gain <b>Edge</b> to detect lies, traps, or hidden agendas.

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## INTRINSIC TENDENCIES

Trait	Effect
<b>Insightful</b>	Roll a <b>Flow Dice</b> on a success you learn a weakness about your target.
<b>Innovative</b>	When this Tag exhausts you gain <b>1d8 Flow</b> dice.
<b>Creative</b>	<b>Exhaust</b> to fuse two <b>Flow Dice</b> into a <b>d20 Flow Dice</b> (e.g., 2d6 → 1d20).
<b>Perfectionist</b>	You double any <b>Advantage</b> you receive.

<b>Reflective</b>	After a failed roll, gain <b>1d8 Flow</b> .
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## QUIRKY TRAITS

Trait	Effect
<b>Fidgety</b>	<b>Exhaust</b> to reroll a resistance check with <b>Edge</b> .
<b>Loves to Snack</b>	Can snack once per scene to gain the <b>Inspired Condition</b> . (Cannot gain if the <b>Inspired Condition</b> is active)
<b>Catchphrase</b>	Once per scene, when dice <b>Explodes</b> say your Catchphrase and keep <b>Flow</b> and reroll the dice.
<b>Packrat</b>	<b>Exhaust</b> to temporarily have a <b>d8 Utility Tool</b> (e.g., lockpicks). (2 Tags)
<b>Lucky</b>	<b>Exhaust</b> this tag to gain <b>Advantage</b> to a dice. Can choose to recover Lucky Tag when dice explodes (instead of rerolling).

## LEADERSHIP TRAITS

Trait	Effect
<b>Charismatic</b>	Gain <b>Edge</b> when engaging in social interactions.
<b>Decisive</b>	Roll <b>Advantage</b> on Initiative rolls.
<b>Opportunistic</b>	When you use <b>Flow</b> you gain <b>Edge</b> on that Flow dice.
<b>Tactical</b>	You can spend a <b>Flow</b> dice to use the movement of you or your ally.
<b>Inspiring</b>	Give an <b>Inspiration</b> dice to your allies. Once per scene.

# Keystones

## Phantom

Core Ability:



- **Shadow Walker:** You can dip into shadows of others, if they are unwilling you must succeed a stealth roll against them otherwise they will notice you and kick you out. If you are inside the shadow of a creature you will get the invisible tag. **Exhaust** to manipulate the next action of the creature with their shadow.
- **Phase:** Phase through people or attacks gain d12 when you use your action to defend. **Exhaust** to phase through an object/barrier. for the scene if you passed through more barriers each additional one will trigger a fates toll.
- **Shadow Bind:** You can grapple people that are in shadow so long as you are touching that shadow. You can add your keystone to any grapple check. You can extend your shadow upto 30ft if there is enough light around. **Exhaust** it to grapple a Huge creature or 2 large creatures or 9 medium creatures within 60ft gaining the 3 x Restrained tag.
- **Darkness:** Increases Dark Vision by 90ft and can concentrate darkness around itself in an area of 20ft. **Exhaust** it to make the darkness created become a barrier with 5 tags.
- **Shadow Step:** You can teleport between shadows up to 30ft away using an action. **Exhaust** it to teleport in the nick of time to safety.

#### **Ultimate Tag: Outer Body Experience:**

- You leave your body and remove physical restrictions making your Force and Finesse and Defence dice d20s for the scene. You double your movement speed and gain 5 actions per turn instead of 3. Leaving your body vulnerable, any damage dealt will deal an extra d10 to damage.

## **Storm Herald**

#### **Core Ability: Channel Tempest**

- **Lightning:** As a Keystone Action you can shoot a bolt of lightning to a target within 120 ft range, if you are in a charged environment you get advantage on the roll.
  - **Exhaust** it to unleash a chain lightning attack on up to 4 targets within range, it can bounce back to the same target for additional damage, if you choose to bounce it off yourself you get resistance to the damage dealt.
- **Wind:** You can use the help action on an ally and give them an extra d8 on their action.
  - **Exhaust** it to convert this tag temporarily to fly for the rest of the scene.
- **Thunder:** Using a Keystone action you can create a thunderous clap on an area of 15ft. Any successes will count as Stagger.
  - **Exhaust** it to roll an additional d20 to the roll and blow them away up to 30ft.
- **Water:** Use a Keystone action and any successes gained creates temporary barrier tags for you or an ally within 30ft. **Exhaust** it to heal any ally within 30ft with your keystone action and d20.
- **Frost:** Using your keystone action you create Ice Spikes that will cause a Restrained condition tag for every 3 successes. **Exhaust** it using a keystone action to give the enemy the Frozen condition.
- **Cloud:** As an action (as if using your keystone action), you can create a fog environmental tag. The number of tags you generate equals your successes, and each tag creates a 10-foot radius.

When tags are stacked, the fog grows by an additional 10 feet per tag, up to a maximum range of 120 feet. **Exhaust** this ability produces an illusionary fog cloud that conceals you and your allies within 30 feet, granting a bonus on all d20 stealth rolls for the scene.

**Ultimate Tag: Eye of the Storm:** The Storm Herald unleashes a devastating storm, gaining 5 Environmental Tag of the following elements: Lightning, Wind, Thunder, Water, Cloud and Frost of your choice. You can Break one of the environmental tags to treat it as an exhaustion effect of your abilities.

## Iron Warden (Keystone)

**Core Concept: Armored Bulwark**

*"I stand as the shield between danger and my allies."*

The Iron Warden specializes in protective abilities, damage mitigation, and battlefield control—turning the character into a walking fortress, always ready to intercept harm and hold the line.

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### 1) Vigilant Defence

- **Passive:** You gain a base defensive d8 protection (stacks with your normal defenses).
- **Exhaust:** Double it to 2d8 for the rest of the **scene**, representing your absolute vigilance in battle.

### 2) Get Down!

- **Reaction:** When an ally within range is attacked, you may rush in using your movement and take the hit instead. You become the primary target of that single attack.
- **Exhaust (Reaction):** You heroically **pull** your ally completely out of danger, **negating** any effect of the incoming attack (damage, condition, etc.) altogether.

### 3) Shield Wall

- **Action:** You brace yourself and provide a **d8 of physical defense** to all allies within 15 ft. This protection lasts until the beginning of your next turn.
- **Exhaust:** The shield aura grants **Edge** on all defensive actions for you and allies within 15 ft for the **scene**.

### 4) Lockdown

- **Action:** Focus your defensive presence on one target within 30 ft range. Roll **Force + Keystone** against the enemy's defense. If successful, you afflict them with a **Mobility Condition**, as you lock them down with your shield or press them to a wall.
- **Exhaust (Action):** You slam into the ground using **Force + Keystone**, creating a **15 ft zone** where enemies cannot willingly move past you unless they spend an action to break free.

## 5) Bulwark Bash

- **Action:** Make a powerful shield bash or body check. Roll your **Keystone + Force**. On a success, you can knock the target **Prone** or push them up to 10 ft away per success.
- **Exhaust (Action):** Create a **shockwave**. In a 15 ft cone, all enemies must resist or be knocked **Prone** and pushed 15 ft away per success. Any who hit a wall or obstacle suffer extra damage for every 10 ft pushed.

## 6) Iron Will

- **Passive:** You gain a **d8** against mental or influence-based conditions. Gives allies this bonus on any help action given.
- **Exhaust (Reaction):** You can completely negate an instance of mental damage or remove any Influence condition stacks you may have.

## 7) Guardian's Stand

- **Passive:** You **cannot be forcibly moved** by any means (push/pull/teleport from enemies) if something tries to move you, you can roll **Force**; on a success, you ignore it and the effect is negated per stack(or success). If the creature is Large you decrease your dice category by 1, if it is Huge decrease it by 2, if it is Gargantuan decrease it by 3, and if it is Colossal decrease it by 4.
- **Exhaust:** You effectively become a "living wall" for the **scene**. Any ally around you gains an Edge on their defensive actions as if they are behind cover, you still retain your passive but increase your Force dice to d20.

## 8) Stalwart Challenge

- **Action:** You call out a nearby enemy up to 60 ft away. If they attack anyone else but you before your next turn, they roll with a **Hindrance** (Negative Edge).
- **Exhaust (Action):** You send out an **overwhelming** challenge. Up to 3 enemies within 60 ft must focus their attacks on you for the **Scene** or suffer **Hindrance** on all their actions.

## 9) Defender's Grit

- **Passive:** Whenever you successfully block or negate damage to yourself or an ally, you gain 1 Temporary “Grit” Tag. You can hold up to 3 “Grit” Tag at a time. You can Exhaust your Grit Tag to negate a single point of damage to an ally within 15 ft.
  - **Exhaust (Free Action):** Convert all Grit Tags into a Protection Tag. Everytime you Break a Protection Tag you roll d20 and add that to your defence. You can pass your Protection Tag to an ally within 15 ft.
- 

## Ultimate Options (Choose 1)

Below are three different Ultimates that fit the Iron Warden’s theme. You only ever gain **one** of these as your “final” pinnacle ability.

### A) Iron Bastion (Reaction)

*(The one you already have—slightly expanded for clarity)*

*Your entire form hardens into living iron.*

- **Effect:**
  - Edge on all defensive dice for the **scene**.
  - You gain **5 temporary Protection Tags**.
  - Everytime you Break a Protection Tag you roll d20 and add that to your defence.
  - As a reaction, you can **spend 1 Protection Tag** to leap to an ally’s side anywhere within double your movement range, intercepting any incoming attack.

### B) Citadel of Steel (Action)

*You become a fortress of unbreakable defense, anchoring yourself to the battlefield.*

- **Effect:**
  - You conjure or manifest a **20 ft radius** of protective walls and ramparts around you (treat it like a fortress zone with **5 Structure Tags**).
  - Each Structure Tag requires 3 damage to break 1 Tag.
  - Allies within this Citadel treat their defensive dice as **1 step higher** (e.g., d8 → d10) for the scene and advantage equal to the number of Structure Tags still available.
  - You can **Break** one of the Structure tags to **instantly** block an AoE or zone effect that passes through your walls, negating or reducing it (GM’s discretion).

### C) Adamantine Aegis (Help Action)

*Your shield resonates with pure, unbreakable energy.*

- **Effect:**
  - For the **scene**, you gain 3 Adamantine Tags.
  - You and all allies within 30 ft gain +1 success per Adamantine Tag you have on any defensive roll.
  - If you use the Help Action on an ally they double the effect of the Adamantine Tag.
  - You can Break an Adamantine Tag to completely negate an instance of damage.

## Sun Blade

**Core Ability:** Solar Strike

- **Radiant:** You illuminate bright light in a 30 ft area and can use the help action up to 60 ft away. .
  - **Exhausting** it to let out a d20 beam of light any successes recovers tags to anyone within 60 ft range of you.
- **Fire:** Your blade is perpetually on fire gaining d8 on all combat actions using this keystone.
  - **Exhaust** it to turn the blade into a 2d8 bonus for the rest of the scene.
- **Arcane:** Using a Keystone action, You send a wave of your slash to a target within 60 ft range.
  - **Exhaust** it to let out a powerful crushing blow that ignores defences.

**Ultimate Tag: Solar Nova:** You create a powerful 50ft explosion of 1d20 Fire, 1d20 Radiant, and 1d20 Arcane, you can then combine the successes to either deal damage or recover tags.

## Duplicity

**Core Concept:** *Master of Illusions & Clone Warfare*

*"Reality bends to my whims—what you see is never what you get."*

The Duplicity specialist overwhelms foes with clones, manipulates perception, and thrives on chaos. Their power lies in misdirection, adaptability, and turning every advantage into a lie.

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### Core Abilities

#### 1. Shadow Clone

- **Keystone Action:** Create fragile clones (1 Tag each) for the number of successes achieved. Each clone counts as a d6 ally for the scene.
  - **Exhaust (Action):** Create a stronger clone choose 4 character tags you wish to share with them and they will have those tags. This clone will count as a d12 ally.
2. **Trickster's Mirage**
- **Reaction:** When attacked, swap places with a clone or ally within 30 ft. The clone/ally takes the hit.
  - **Exhaust (Reaction):** When attacked you leave behind an **explosive clone** that detonates for **5d8 damage** when triggered.
3. **Echo of Deception**
- **Passive:** Gain a d8 on all observation and deception rolls.
  - **Exhaust (Free Action):** Copy an ally or enemy's Tag. You mimic it but suffer **Hindrance** when using it.
4. **Mimic Cry**
- **Passive:** Can mimic any voice you hear for at least a minute, giving you an **Edge** on deception rolls for disguising your voice. You can keep up to 4 voices at a time.
  - **Exhaust (Action):** Your words hold power, say a single word and the creature must make a Heart Save roll and if they fail they must perform the action and gain **Domination** condition. If they succeed they don't suffer the **Domination** condition but they must spend an action to perform the command to the best of their ability.
5. **Trickster's Guile**
- **Passive:** You and your clones gain **Edge** on a roll to defence, feint, taunt, or sow discord.
  - **Exhaust (Reaction):** Cause an action targeted towards you to target another creature within 10 ft.
6. **Linked Network**
- **Free Action:** You can perform the help action up to 120 ft away.
  - **Exhaust (Help Action):** Give the ally you are helping, **Advantage**, **Edge**, **+1**, and **Inspiration** dice (1d4).
7. **Shattered Reflection**
- **Reaction:** When an attack hits you break your illusion, roll d20 and deal that back at the attacker, and cause the creature to roll **Finesse** reaction roll or suffer **Bleeding** condition.
  - **Exhaust (Reaction):** Roll 5d8, and any successes reflect the damage back at the attacker, suffering only part of the damage. Explosions can be converted to **Bleeding** conditions instead.
8. **Chaos Catalyst**
- **Initiative:** Roll your **Heart** at the beginning of every initiative, and that number causes explosions on all your rolls.
  - **Exhaust (Free Action):** Cause a d20 to explode.
-

## Ultimate Options (Choose 1)

### A) Copycat

*"I can do that!"*

- You gain 5 Temporary Copy Tags.
- You can copy any tag of your choice that you have seen in this scene (except for ultimates).

### B) Let me tell you a story...

*"Let me tell you how this ends."*

- Rewrite reality in a 50 ft radius for the scene. Introduce **3 Illusory Truths** (e.g., "The floor is lava," "Your ally is your foe").
- Enemies must spend **2 actions** to disbelieve each Truth. Allies exploit them with **Edge**.

### C) Infinite Duplicity

*"There's no escape from my reflection."*

- At the start of each initiative, create **2 new clones**.
- Each clone is a d8 ally.
- If a clone takes damage they drop down to d6 then they disappear.
- You can use a Reaction to swap with a clone.
- Using a clone counts as a help action.

## Verdant Sage

### Core Ability: Botanical Command

- Growth: Toss a seed and grow a large tree or brambles up to far range. If you target someone, roll Insight or Heart with weapon dice to deal damage or give them the restrained tag.
  - Exhaust it to create a wall that will either be tall as 20ft and up to far range or 20ft dome around you. This wall has 5 Structure tags.
- Poison: Spray poison on a target if they fail a Force roll against your Insight or Heart plus your weapon dice, they get the poisoned tag.
  - Exhaust it to create an area of 30ft and all creatures must resist else they get the poison tag. You roll a bonus d20 with this roll.
- Healing: Healing spores heal a nearby ally within close range, they temporarily recover a tag using your action. Until the end of the scene.
  - Exhaust this tag to recover 3 tags distributed to allies or yourself.

**Ultimate Tag: Treant's Call:** Summon a d20 Treant for the scene. It will have the following tags, Growth, Barkskin, Camouflage, Poison, Healing.

## Rift Walker

**Core Ability:** Dimensional Shift

- **Void:** Create a door that opens up to a 60 ft range as an action. Only 1 creature can enter.
  - Exhaust it to shunt yourself as well as anyone person within close range to safety within 120 ft range.
- **Temporal:** Time is slower to you than others, you get a d6 on all combat actions.
  - Exhaust it to slow down time to a halt giving you 1d4 turns to act.
- **Gravity:** Decrease or increase gravity giving you a d8 bonus on any interaction with objects or lifting. Also you can walk on any surface.
  - Exhaust it to create a gravitational field environmental effect d12. You can only benefit from this field and can coach allies using your action to give them the same benefits.
- **Barrier:** When providing the help action you give the person a d8 on their defensive actions, as you foresee their fate within the next few moments.
  - Exhaust it and roll 1d20 plus keystone dice and add the result as a temporary barrier tag for any ally within close range.
- **Pocket Dimension:** You have your own pocket dimension and you can hold up to 10 Load in it.
  - Using an Action Exhaust it to Leap inside the Pocket dimension and you need an action to come back to the same spot.
- **Blackhole:** Using a Keystone Action, Create a condensed point of gravity pulling all that is within range of 20ft in with every success rolled, any creature that is at the center will take crushing damage for every success.
  - Exhaust it and using an action you create a 20 ft cube around the point you choose and all that is inside are blocked from their surroundings, the cube will have 5 Barrier Tags.

**Ultimate Tag: Temporal Loop:** You relive and rewind the last 10 minutes, recovering all tags before you Temporal Looped. With this new found opportunity you gain a d20 flow dice. You can do this as an option as part of your critical state choice.

## Bloodbound

**Core Concept: Blood Magic & Life-Draining Power**

*"Through blood, I thrive. Through blood, I conquer."*

A Bloodbound character manipulates vitality—ripping life from foes and



empowering themselves or allies. Their powers revolve around draining, frenzy, and turning blood into a potent resource on the battlefield.

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## 1) Necrotic Drain

- **Action:** Roll your **Keystone** action against a target's defense. For every **2 successes**, you deal 1 damage and recover 1 Character Tag. You need to deal damage to the enemy to benefit from the healing.
- **Exhaust (Reaction):** When a creature dies you can rip the remainder of their life force and store it as a Temporary Blood Pool Tag equal to the number of successes rolled. Break a Blood Pool Tag to gain a d20 Flow.

## 2) Frenzy

- **Reaction:** While Frenzied, your **Offensive actions** roll with **One Edge**, but you suffer **Hindrance** (Negative Edge) for your **defensive actions** lasts for the scene.
  - You can choose to end Frenzy at any time (no action), losing its benefits and drawbacks.
- **Exhaust (Free Action):** Choose a reason to go into an unstoppable rage for the **rest of the scene**, gaining **One Edge** on **all** physical actions.

## 3) Blood Binding

- **Action:** Attempt to grapple an enemy with **Force + Weapon Dice**. If successful, you apply the **Restrained** Tag. For every **extra success** beyond the first, you stack the Tag.
- **Exhaust (Action):** Unleash swirling blood tendrils to bind bigger threats:
  - You can **Restrain** a Huge creature **or** 2 Large Creatures. Or 8 Medium Creatures.
  - You gain a **bonus d20** on rolls to maintain or resist breaks from this restraint until the scene ends or you release them.

## 4) Hemorrhage

- **Action:** Target a living foe within Close or Near range; roll **Keystone Action**. On a success, they begin to **Bleed**.
- **Exhaust (Action):** Force the foe's blood to surge violently. If they already have **Bleeding**, they immediately roll **5d8** and the successes cannot be defended against.

## 5) Crimson Ward

- **Action:** Roll **Keystone Action**; each success grants a **Temporary Blood Shield Tag** that lasts until the end of the scene or until depleted.

- **Exhaust:** You create an **area-wide** wave of protective crimson energies. All allies within 30 ft gain **2 Temporary Blood Shield Tag** each.

## 6) Sanguine Surge

- **Action:** When you use a Flow with your action you gain a **d8 bonus** on this action.
- **Exhaust (Free Action):** Gain a d12 Flow and another d12 Flow with every initiative roll.

## 7) Blood Sense

- **Passive:** You become keenly aware of the lifeblood of creatures within 60 ft. You can detect hidden or invisible living beings by sensing their pulse. This does not ignore **total cover** (thick walls, noise proof rooms etc.) but can bypass illusions. You have an Edge on detecting creatures within your range.
- **Exhaust(Action):** You heighten this sense to go on the hunt, choose a creature you can know how many Tags they have left (number only), and gain advantage (one dice per action) on all actions against this creature, and don't suffer any hindrance of repeated actions against this creature.

## 8) Crimson Pact

- **Action:** Form a **Blood Pact** between you and one willing ally using your **Keystone Action**. You give or take Blood Pact Tags equal to the number of successes. When exhausting the Tag the person you made the Tag with takes the damage.
- **Exhaust (Free Action):** Extend your Pact powers more widely—up to **3** allies can be part of a group pact for the **scene**. Any ally in the Pact can use their Reaction to **take or share** partial damage for another.

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## Ultimate Options (Choose 1)

Below are three different Ultimates that reflect the pinnacle of Bloodbound power. A character typically unlocks **one** of these. Once chosen, it defines their style of late-game blood magic.

### A) Blood Frenzy

*(Adapted from your original "Blood Frenzy")*

*"I gorge on your life... and become unstoppable!"*

- **Effect:**
  - Make a **devastating attack**: roll **10d8** (or a similarly large dice pool) against a single target.

- You heal or recover a number of character tags equal to the **total** successes/damage dealt.
- If you recover more tags than you need, you gain a **Blood Pool** (a special resource) until the end of the scene. You may **Exhaust** a Blood Pool resource to roll an **extra d20** on any single action.

## B) Crimson Rebirth

*“Even on the brink of death, my blood surges anew.”*

- **Effect:**
  - You immediately **end** all negative conditions on yourself (Bleeding, Poisoned, etc.).
  - Make 3 Recovery Rolls. (3d4 Recovery)
  - For the **rest of the scene**, anytime you would be reduced to 0 Tags, you can choose to remain at 1 instead (once per round) as your blood relentlessly keeps you alive. If this triggers 3 times, Crimson Rebirth ends immediately.

## C) Blood Moon Ascendant

*“Under a blood-red moon, I become a living nightmare.”*

- **Effect:**
  - For the scene, your physical form warps or is wreathed in swirling blood energy.
  - You gain **2 extra actions** per round (for a total of 5 instead of 3).
  - You also gain an **aura** (15 ft radius) of draining blood magic: any enemy that ends their turn in this aura takes 1 Tag of damage.

## Frost Reaver

**Core Concept:** *Glacial Control & Shattering Force*

*“Winter’s wrath is my weapon; its fury knows no mercy.”*

The Frost Reaver commands ice and cold to dominate the battlefield, freezing foes, creating terrain, and shattering enemies with explosive glacial power. Their abilities focus on control, area denial, and escalating cold damage.

## Core Abilities

1. **Glacial Carve**

- **Keystone Action:** Shape ice into a weapon, armor, or structure (10 ft wall/platform). Successes determine durability or bonus (e.g., +d8 defense for armor, 2 Structure Tags for a wall).
  - **Exhaust (Free Action/Reaction):** Create an **instantaneous structure** (15 ft radius) with 3 Structure Tags. Break a Tag to deal **d12 cold damage** to all within 15 ft per structure tag.
2. **Frost Barrage**
- **Keystone Action:** Fire icy projectiles at targets within 100 ft. Split successes between targets. Apply **Slowed** on explosions (instead of rerolling/adding Flow). Applied to one target at a time.
  - **Exhaust (Action):** Unleash a **20 ft AoE hailstorm**. All targets take **2d20 cold damage** and gain 1 Slowed stack.
3. **Permafrost**
- **Movement Action:** Your footsteps coat the ground in ice. All terrain you walk on becomes Ice and **difficult terrain**. If you walk on ice or water you move at double movement speed.
  - **Exhaust (Action):** Erupt jagged ice stalagmites in a 30 ft line. Roll **5d10**; creatures hit take damage and must roll a **Force** or be **Restrained** (ice binds their limbs).
4. **Rime Armor**
- **Keystone Action:** Encase yourself in ice, gaining **Temporary Rime Armor Tags** (reduce incoming damage by 1 per Tag) equal to the number of successes. Lasts until broken or scene ends.
  - **Exhaust (Free Action):** Shatter your armor outward. Break all Rime Armor Tags to deal **d8 piercing damage** per tag to nearby foes within 15 ft and apply **Prone** on explosions (instead of rerolling).
5. **Glacial Grasp**
- **Action:** Freeze a target's legs (range 30 ft). Roll **Cold vs. Force**; on success, apply **Restrained** (ice). Each round, they take **1d8 cold damage** until freed.
  - **Exhaust:** Target a **15 ft zone**. All creatures in the area are **Slowed** and take **d12 damage** if they move on their next turn.
6. **Shatterstrike**
- **Passive:** Attacks against **Frozen** or **Restrained** targets deal **+1 die damage**.
  - **Exhaust:** Shatter all ice binding a creature. Deal **3d12 damage** and spread shrapnel to adjacent foes (half damage).
7. **Frigid Aura**
- **Passive:** Enemies within 10 ft gain **Slowed** at the start of their turn. Immune if they have cold resistance.
  - **Exhaust:** Supercool the air. All enemies in 30 ft must resist or be **Frozen** (skip next action; can Break with Force).
8. **Avalanche Charge**
- **Action:** Surge forward 30 ft in a straight line, ignoring difficult terrain. Creatures in your path take **d8 damage** and are knocked **Prone** on crits.

- **Exhaust:** Create a **15 ft ice path** behind you. Allies moving on it gain **+10 ft movement** and Edge on Mobility rolls.
- 

## Ultimate Options (Choose 1)

### A) Frozen Dominion

*"The battlefield is my glacial throne."*

- For the scene, all your attacks apply **Frozen** (targets skip 1 action unless they Break with Force).
- As an action, **shatter** all Frozen targets in 20 ft. Roll **5d20**; each success deals **d12 damage** to the target and **half** to adjacent foes.

### B) Glacial Colossus

*"I AM THE STORM."*

- Transform into a towering ice golem for the scene. Gain **5 Structure Tags** (each absorbs 2 damage).
- Your melee attacks apply **Restrained Condition** that needs to be resisted, and you may **Exhaust** a Structure Tag to stomp, creating a **15 ft AoE** that deals **3d8 damage**.

### C) Absolute Zero

*"Winter's end comes for you."*

- Create a **30 ft blizzard**. All enemies suffer **Slowed x2**, **Bleeding** (icy shards), and **-1 die** on all actions.
- At the end of each round, roll **d20**; on 10+, freeze a random enemy solid (instantly Break 1 Tag).

## Summoner

**Core Ability:** Summoning (Max 4 shadows, Shadows live in your Flow Dice, More shadow less Flow)

- **Necrotic:** Raise a shadow from your arsenal and command it using your action.
  - Exhaust this to seal a creature into your arsenal for later use. Each Creature is a Tag.
- **Shadow:** Swap places with your shadow as an action.
  - Exhaust this tag to summon your arsenal that will immediately protect you. If defended successfully, the rest of the successes will be dealt as damage.

- Phantom: Attacking with shadows will give an extra d8 dice on all shadow actions from your arsenal.
  - Exhaust this tag to give all your shadow arsenal d20 bonus for the next action.

**Ultimate Tag: Legion of Shadows:** Summon a 10d6 army of shadow warriors for the scene. Any damage taken you can sacrifice warriors and lose 1d6 from your army. You command the army to act using your Force or Heart plus weapon dice plus the army size (10d6).

## Mobility Conditions

- **Slowed**
  - *Effect:* Movement speed is decreased by 15 ft. This can stack if applied multiple times.
  - *Break:* An ally can use the **Help** action to free you.
- **Restrained**
  - *Effect:* You are unable to move at all.
  - *Break:* Use an **Action** and roll Force to break free.
- **Prone**
  - *Effect:* You fall to the ground; any attack dice against you get advantage.
  - *Break:* Spend **15 ft** of movement to stand up *per stack*. (If you are “double Prone” via a special effect, you’d need 30 ft, etc.)

## Influence Conditions

- **Confused**
  - *Effect:* Reroll a successful dice.
  - *Break:* Use an **Action** to make an **Insight** roll to clear your mind.
- **Dominated**
  - *Effect:* The Dominator decides how your next action is used.
  - *Break:* End of action make a **Heart** resistance roll to break free.
- **Charm**
  - *Effect:* Any **aggressive action** you take against the charmer suffers a **-1 die** (You lose 1 die from your dice pool).
  - *Break:* An ally can use the **Help** action to snap you out.

## Harm Conditions

- **Burning**
  - *Effect:* You suffer **1 fire damage** at the top of rolling initiative.
  - *Break:* Use an **Action** to make a **Finesse** roll to put out the flames.

- **Poisoned**
  - *Effect:* You suffer a -1 on your highest dice. As it stacks it affects the next highest number.
  - *Break:* Exhaust a **character tag** to neutralize the poison.
- **Bleeding**
  - *Effect:* Every die used against you gains a **+1**.
  - *Break:* Use an **Action** (or ally action) to stop the bleeding with a **d20 + item** roll (bandages, healing kit, etc.).

## Beneficial Conditions

- **Invisible**
  - *Effect:* You cannot be targeted by normal means.
  - *Break:* You can choose to break Invisibility to **roll an extra d20** on your next action.
- **Haste**
  - *Effect:* You gain **1 extra action** each round.
  - *Break:* You can end Haste to gain **3 immediate actions** all at once.
- **Inspired**
  - *Effect:* You have an Temporary **Inspiration Tag**.
  - *Break:* You may spend the Inspiration to **roll a 1d4** and add that result to **any** of your dice.

## UTILITY TAGS

- **Subterfuge:** Roll item to hide or blend in environments.
- **Exploration:** Roll item for navigation or perception.
- **Technical:** Roll item to perform delicate task(specific task).
- **Social:** Roll item during social interactions.
- **Knowledge:** Roll item to use knowledge (specific subject).
- **Performance:** Roll item to dazzle with performance.

## COMBAT TAGS

- **Melee:** When dice explodes you can substitute it to give the enemy a Mobility Condition.
- **Ranged:** Can target up to 100 ft away.
- **Barrage:** You can distribute your successes to any Target in the weapons range.
- **Quick:** You can use the item as a Reaction.
- **Dual Wielding:** Roll this item Tag twice with Hindrance on the second dice.

## DEFENSIVE TAGS

- **Armor:** When suffering harm you roll your item as a form of protection.

- **Evasive:** When using a **Reaction** to defend you add your item to the roll.
- **Heavy:** Roll an extra item dice, but both defence dice will be rolled with a Hindrance.
- **Sturdy:** You roll items on Mobility Conditions.
- **Protection:** When **Exhausting** this Tag or **Breaking** it counts as 3 Successes.

## ELEMENT TAGS

- **Fire:** Manipulate the Fire.
- **Water:** Manipulate the Water.
- **Air:** Manipulate the Air.
- **Earth:** Manipulate the Earth.

## ARCANE TAGS

- **Twilight:** Manipulate Light and Darkness.
- **Psychic:** Manipulate the Mind.
- **Time:** Manipulate Time.
- **Space:** Manipulate Space.

## MISCELLANEOUS TAGS

- **Healing:** Break Tag to perform a recovery roll.
- **Curse:** Break to cause a Hindrance on specific actions.
- **Load:** Increase carrying capacity by 5.
- **Mobility:** Increase movement speed by 10 ft.
- **Food:** Break Tag to gain an Inspiration Tag.
- **Value:** Has the equivalent to 2 tags of resources.
- **Luxury:** Has the equivalent to 4 tags of resources.

## CREATURE TAGS

1. **Aerial**
  - Fly speed (e.g., eagle, bat). Cannot hover unless specified.
2. **Burrower**
  - Dig/tunnel through soft earth (e.g., badger, mole).
3. **Climber**
  - Spider-climb or advantage on climbing (e.g., monkey, spider).
4. **Swift**
  - Double base movement speed (e.g., cheetah, horse).
5. **Keen Senses**
  - **Advantage** on perception (sight/sound/smell).
6. **Venomous**



- Attacks inflict **Poisoned Condition** save after every damage(e.g., snake, scorpion).
- 7. **Camouflage**
  - **Advantage** on stealth in specific environments (e.g., chameleon, arctic fox).
- 8. **Grappler**
  - Restrained save on targets on a successful attack (e.g., constrictor snake, ape).
- 9. **Tiny**
  - Fit into small spaces, **Edge** to hide, but half successes on damage (e.g., mouse).
- 10. **Hulking**
  - **Edge** on Offensive, but **Hinderance** on Defensive (e.g., bear, elephant).
- 11. **Echolocation**
  - “See” in darkness/blindness via sound (e.g., bat, dolphin).
- 12. **Amphibious**
  - Breathe air/water, move freely in both (e.g., frog, seal).

## Weapons

1. **Short Sword**
  - **Tags: Melee, Dual Wielding**
  - **Description: A light, single-handed sword designed for quick strikes. The smaller size makes it ideal for wielding in the off-hand alongside another weapon.**
2. **Long Sword**
  - **Tags: Melee**
  - **Description: The quintessential one-handed blade. Balanced for offense and defense, it's a reliable staple for many warriors.**
3. **Great Axe**
  - **Tags: Melee, Heavy**
  - **Description: A massive two-handed axe capable of devastating cleaves. Its weight demands strength but rewards with powerful strikes.**
4. **Hunting Bow**
  - **Tags: Ranged**
  - **Description: A standard bow effective up to 100 ft. Perfect for archers who wish to engage enemies from a distance.**
5. **Hand Crossbow**
  - **Tags: Ranged, Dual Wielding**
  - **Description: A compact crossbow that can be fired one-handed. Often paired with a melee weapon or even another hand crossbow.**
6. **Spear**
  - **Tags: Melee, Ranged**
  - **Description: A versatile polearm that can be used in close quarters or thrown at distant targets.**

### **7. Quarterstaff**

- **Tags:** Melee, Defensive
  - **Description:** A simple staff often used by travelers and monks alike. Can be used to strike or parry incoming attacks.
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## **Armors & Protective Gear**

### **8. Light Shield**

- **Tags:** Defensive
- **Description:** A small shield strapped to the forearm, useful for blocking or deflecting blows without sacrificing too much mobility.

### **9. Leather Armor**

- **Tags:** Defensive
- **Description:** Lightweight armor that offers modest protection without hindering movement, favored by rogues and rangers.

### **10. Chain Mail**

- **Tags:** Defensive, Heavy
  - **Description:** A heavier mail shirt providing solid coverage. It's bulkier and noisier but offers increased protection.
- 

## **Arcane & Elemental Items**

### **11. Arcane Focus**

- **Tags:** Twilight, Summoning
- **Description:** A small crystal orb or carved talisman that channels magical energies—especially those tied to light/dark manipulation or calling forth spectral helpers.

### **12. Torch**

- **Tags:** Exploration, Fire
- **Description:** A wooden rod topped with resin-soaked rags. Provides light in dark places and doubles as an improvised fire weapon in a pinch.

### **13. Rune Stone**

- **Tags:** Rune
  - **Description:** A carved stone etched with mystical symbols. Can be attached or "inlaid" into another item to grant a special property or magical effect.
- 

## **Tools & Kits**

#### 14. Lockpicks

- **Tags:** Subterfuge, Technical
- **Description:** A small set of fine tools used by thieves and scouts to open locks quietly and without the key.

#### 15. Navigator's Tools

- **Tags:** Exploration, Knowledge
- **Description:** A simple compass, astrolabe, and charts. Helps adventurers orient themselves and plan routes over land or sea.

#### 16. Healer's Kit

- **Tags:** Healing
- **Description:** A satchel containing bandages, salves, and basic medical tools. Allows you to perform a recovery roll in a pinch.

#### 17. Musical Instrument

- **Tags:** Performance, Social
- **Description:** From a lute to a flute, it can be used to charm a crowd, inspire allies, or serve as a social icebreaker.

#### 18. Traveling Cloak

- **Tags:** Subterfuge
- **Description:** A sturdy, hooded cloak that helps you blend into crowds or go unnoticed in poor lighting or inclement weather.

#### 19. Backpack

- **Tags:** Load
- **Description:** A simple backpack designed for carrying extra equipment, supplies, or treasure. Increases carrying capacity by 5 (per its Tag).

#### 20. Rations

- **Tags:** Food
- **Description:** Preserved meals and dry goods that keep hunger at bay. Can be broken to gain an Inspiration Tag (or similar boon) in a time of need.

## 3. Core Mechanics

### 3.1 Rolling & Resolving Actions

In Soulforge, most actions require you to roll **two dice**—one from an **Attribute** and one from an **Item** (if relevant). You then compare each die's result to fixed thresholds to see how many **successes** you earn.

#### 1. Choose an Attribute

- Pick which attribute (Force, Finesse, Insight, or Heart) fits your approach.
- Roll that die (d6, d8, d10, or d12, depending on how you assigned them in Character Creation).

#### 2. Add an Item Die (Optional)

- If you're using an item that has a relevant tag for the situation, you can also roll the item die (d6–d12, depending on how many tags it has).
  - Example: If you have a **2-tag (d8)** sword that includes “Flaming” and “Mastercraft” tags, and you're slicing through webs that are flammable, you can justify using its **d8** alongside your **Force** die.
3. **Determine Successes**
- Each die is read separately. A “**success**” is typically any roll of **5 or higher** on that die.
  - Some rules or abilities can change the threshold (for instance, with **Edge**, you succeed on 4 or higher instead).
4. **Interpret the Outcome**
- The GM (or the rules) will specify how many successes you need. For instance, a simple action might need only 1 success, but a tougher challenge might need 2 or 3.
  - **Partial Success/Yes-But:** If you get some successes but not enough, the GM may allow a partial success with complications.

### 3.2 TAG System in Play

- **Activating a Tag:**  
If a tag on your character or item is relevant, you get to roll that item die or apply its effect. For instance, a “Poisoned Edge” tag might allow you to deal a lingering damage effect on a successful hit.
- **Exhausting a Tag:**  
Sometimes the story or a powerful enemy action can force you to “exhaust” a tag, temporarily disabling it. For instance, your “Reinforced” shield might crack under heavy impact, losing that tag until repaired.
- **Breaking a Tag:**  
If something is completely destroyed or severely compromised, its tag is “broken.” This usually requires downtime or special resources to fix.

### 3.3 Fate, Flow & Edge

Soulforge heroes draw on multiple systems to boost or flavor their rolls:

1. **Fate**
  - **Fate Dice (d20)** reward strong roleplay aligned with your Aspirations, Core Values, or Vices.
  - You can spend a Fate die to:
    - **Introduce a narrative fact** (“I happen to know this guard from my childhood”).
    - **Add a d20** (Flow die) to an important roll.
    - **Gain an extra Downtime Action** (see Section 8).
2. **Flow**

- When you roll the maximum on one of your attribute or item dice (e.g., an 8 on a d8), you can choose to:
    - **“Explode”** and immediately re-roll that die for extra successes, or
    - **“Bank”** it as a Flow die (often a d6–d12) to use later for yourself or to help an ally.
  - Flow is a cinematic resource—moments of brilliance or lucky breaks.
3. **Edge**
- Some abilities or conditions grant you **Edge**, which **lowers the success threshold** by 1 (e.g., from 5 to 4, so you succeed on a 4, 8, 12, etc.).
  - Edges can stack if multiple sources apply, but the GM may set a limit to prevent overuse.

### 3.4 Fate’s Toll

**Fate’s Toll** is a gamble that lets you re-roll a failed action at a cost. When you choose to invoke a Fate’s Toll:

1. **Declare the Toll**
  - “I’m pushing my luck to try again.”
2. **GM Imposes a Cost**
  - You might be forced to **exhaust** one of your tags, **break** an item, or suffer a narrative drawback (like drawing unwanted attention).
3. **Re-Roll**
  - Perform the roll again, hopefully securing a better outcome. If you still fail, you’re stuck with the consequence.

### 3.5 Final Death

When you run out of tags to exhaust or break, your character is at the brink of defeat. If you take another hit and have no tags left to sacrifice, you face **Final Death**:

- **Blaze of Glory:**  
Make a last, heroic stand that **automatically succeeds** in some crucial action (taking down a big foe, saving an ally) but your character dies in the process.
- **Twist of Fate:**  
Survive, but suffer a severe narrative cost (trauma tag, curse, or permanent injury). The GM and player negotiate how this shapes the future of the character.

## 4. Round-Based Gameplay

### 4.1 Initiative & Surprise

1. **Initiative Roll (Finesse)**

- At the start of combat, each participant rolls their **Finesse** die (plus any relevant tags if applicable).
- The **numerical result** (not just successes) determines turn order, from highest to lowest.
- Break ties by re-rolling or using another quick method at the GM's discretion.

## 2. Surprise Rounds

- If one side clearly ambushes another, the **surprising side** still rolls initiative normally, but the **surprised side** might be restricted in using or reacting with their actions during the first round (GM's call).
- For example, the GM might rule that surprised characters can't use any actions as reactions until their first turn has passed.

**Alternate Method:** You can also let the ambushers roll two initiatives or otherwise gain an extra advantage in the first round if you prefer—a matter of taste and GM style.

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## 4.3 Actions vs. Reactions

### Actions (On Your Turn)

You can use your actions on your turn to do things like:

- **Offensive Action:** Make a weapon attack, cast an offensive ability, etc.
- **Keystone Action:** Activate or use a special Keystone power.
- **Move:** Change position on the battlefield (often no roll required unless it's a tricky maneuver).
- **Activate Abilities:** Trigger a class/archetype feature or item tag that requires an action.
- **Use a Readied Item:** Drink a potion, toss a bomb, apply a salve, etc.
- **Ready New Items:** Prepare different gear/tags so you can use them as reactions or on future turns.

You can split these 3 actions however you like, but watch for the **repeated action penalty** if you do the same action multiple times.

### Reactions (Outside Your Turn)

You can also spend actions **off-turn** when a triggering event occurs:

- **Defensive Action:** Block, dodge, or parry an incoming attack.
- **Help Action:** Assist an ally who is making a check or defense roll right now.
- **Opportunity Attack:** Strike at a foe who moves away or triggers an opportunity condition.
- **Use a Readied Item:** Quickly drink a potion, throw a gadget, etc., in response to a trigger.

- **Reaction Abilities / Keystone Reactions:** Certain tags or Keystone powers specify they can be used as a reaction.

Each time you use a reaction, you spend **your** actions for the round. If you have no actions left this round, you **cannot** take a reaction (barring special exceptions).

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## 8. Character Progression

### 8.1 Downtime

When not out adventuring, characters have “downtime” to rest, recover, craft, or pursue personal goals.

#### 8.1.1 Types of Rest

1. **Short Rest**
  - Typically an hour or so.
  - Characters may **recover a small number of tags** (e.g., 1–2) or perform a very quick project (e.g., patching gear).
  - Good for “in-between” moments while still on a mission.
2. **Long Rest**
  - Usually 8 hours (like sleeping overnight or taking a day off).
  - **Recovers more tags** (e.g., 3–4) or allows limited downtime actions (GM’s call).
  - Helpful for significant recovery before the next big challenge.
3. **Extended Downtime** (e.g., a week or more)
  - This is where you get a bigger pool of **Downtime Points (DP)** to invest in projects like crafting, training, item upgrades, or social influences.
  - Each in-world week (or equivalent chunk of time) might grant **5 DP** (or more, depending on the campaign pace).

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#### 8.1.2 Downtime Points (DP)

- **Earning DP:**
  - For each extended downtime period (often 1 week), a character gains ~5 DP.
  - You can sometimes convert **Fate dice** into extra DP if the GM allows, trading narrative potential for faster growth.
- **Spending DP:**
  - **Craft/Upgrade Items:** Add or enhance item tags, combining mundane resources into advanced tags.
  - **Repair Broken Tags:** Fixing shattered equipment or recovering from severe status tags (e.g., “Cursed,” “Crippled”).

- **Learn or Improve Skills:** If your game uses skill tags, you can spend DP to gain new ones or raise attribute dice steps.
- **Social Projects:** Build alliances, reduce resentment with a faction, gather favors, or run your own business.

**GM Tip:** Encourage players to describe the in-world process of how they spend DP (crafting in a workshop, training at a monastery, forging bonds with nobles, etc.).

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## 8.2 Advancement & Unlocking New Abilities

### 8.2.1 Attribute Growth

- **Increasing a Die Step**
  - For instance, raising **d6** → **d8** in Force might cost 8 DP, while **d8** → **d10** costs 10 DP, etc. (You can adjust these costs to your pacing.)
  - Spread the DP cost across multiple downtime periods if needed.
- **Why Raise Attributes?**
  - Higher dice mean more chance for successes, plus higher odds of generating Flow from “exploding” the die.

### 8.2.2 Keystone Evolution

- **Core → Power → Epic**
  - Many Keystones begin with a **Core** tier tag, then evolve to **Power**, and finally **Epic** by spending downtime or fulfilling story conditions (like slaying a legendary foe, forging a mythical resource, etc.).
- **Costs & Requirements**
  - **Core Upgrades** might cost 5 DP or a special quest item.
  - **Power Upgrades** can be 12 DP, and **Epic** can be 20 DP.
  - Alternatively, the GM can tie these upgrades to major milestones in the narrative, not just raw DP.

### 8.2.3 Archetype & Trait Expansions

- **Archetype Abilities**
    - If your archetype has advanced moves or expansions, you can unlock them by paying DP or finishing a relevant plot arc.
  - **New Traits**
    - Gaining an additional personality trait might cost fewer DP but also has roleplay implications.
    - Example: You develop “**Stoic**” or “**Empathetic**” after meaningful story events.
-



## 8.3 Evolving TAGs

### 8.3.1 Item Tag Upgrades

- **Adding or Merging Tags**
  - With enough materials and skill, you can merge multiple mundane tags into an advanced one (e.g., 5 Mundane → 1 Advanced).
  - Each additional tag on an item raises its die step (1 tag = d6, 2 tags = d8, etc.) until you reach d12 at 4 tags.
- **Converting Tags**
  - Some GMs allow you to convert an elemental tag (like **Fire**) into a more potent version (like **Lava** or **Dragonfire**) via a special quest or resource.

### 8.3.2 Character Tag Growth

- **Turning Quirks into Powers**
    - Sometimes, a mere personality or racial trait (“Fey Agility”) can evolve into a more potent version (“Fey Blink”) through narrative progression.
    - The GM sets the DP or story cost, representing a deeper mastery of your inherent gift.
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## 8.4 Example Downtime Flow

1. **Party Finishes a Major Quest:** Everyone returns to town for one week of rest (5 DP each).
2. **Alice (5 DP):**
  - Spends 3 DP to **upgrade her d6 sword** (1-tag “Steel”) into a **2-tag** “Steel, Balanced” sword (d8).
  - Uses 2 DP to **recover a broken “Shield” tag** from earlier combat damage.
3. **Bob (5 DP):**
  - Puts all 5 DP into raising his **Force** from d8 → halfway toward d10 (needs 5 more DP next time).
4. **Carol (5 DP):**
  - Uses 2 DP to repair her “Arcane Grimoire” tag.
  - 3 DP left → invests them in a **small social project** to reduce Resentment with a local guild by offering magical wards.

**Narrate** how each character invests their time—Alice might be forging at the blacksmith with a local mentor, Bob might be training under a retired gladiator, and Carol performs goodwill spells for the guild.

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## 8.5 Balancing Progression Speed

- **Adjust DP Gains:**
  - If players level up too slowly, increase downtime frequency or up the DP reward per break.
  - If they grow too fast, space out major downtime or require specific in-world triggers (like special materials or unique instructors).
- **Varying Campaign Styles:**
  - **High-Powered:** Characters rapidly gain tags, attributes, or keystones—great for cinematic, over-the-top campaigns.
  - **Gritty:** Fewer opportunities to rest, more time needed for a single tag upgrade, and more emphasis on preserving what you already have.

# 10. Appendices

## 10.1 Glossary of Terms

- **Action:** A unit of effort in combat or tense situations. Each character has 1 action per round and one reaction and one movement for offense, defense, movement, etc.
- **Attribute:** One of Force, Finesse, Insight, or Heart—each represented by a die (d6, d8, d10, d12).
- **Bond:** A personal link between two characters (e.g., Childhood Friends), granting mechanical help when cooperating.
- **Downtime Points (DP):** The resource spent to craft, train, or handle personal projects during extended rest periods.
- **Edge:** A bonus that lowers your success threshold (e.g., from 5 to 4).
- **Exhaust / Break:** Temporarily or permanently losing a tag due to damage or narrative cost.
- **Fate:** A d20 resource earned through roleplaying one's Aspiration, Core Value, or Vice. Can be spent to add dice or introduce narrative facts.
- **Flow:** Extra dice gained when rolling the maximum on a die or by GM reward for cinematic moments.
- **Keystone:** A signature power or item unique to your character, often evolving from Core → Power → Epic.
- **Reactions:** Actions used outside your turn,
- **Tag:** A keyword or property describing abilities, items, or environments (e.g., Flaming, Poisonous, Parrying, Soulbound).